

BODYMORE MURDALAND

PREP

EVERYBODY

One player is the Baltimore homicide detective and everybody else is a suspect in a killing.

→ You need to play in two rooms with a door that closes between them. Everybody should bring \$1.50 in quarters. The game will take less than an hour.

SUSPECTS

A guy named Sweet, a football player for the Ravens, got got last night. He was dabbling in the Game with more money than sense and he beefed with the wrong hopper on the corner of Gold and Etting.

DETECTIVE

Baltimore Ravens defensive lineman Connell Sweeton was gunned down on a drug corner in West Baltimore after a dance floor altercation at the Club One night club on Saratoga yesterday. It's been red-balled and has intense media attention. You need to put it down, fast, and one or more of the mopes who did it is sitting outside your door.

→ Set up your interrogation room - a pair of chairs and maybe a table in between them, in a room separate from the conference room where all the mopes are going to cool their heels. Put three quarters per suspect on your table, and put three more quarters per suspect in your pocket.

SUSPECTS

→ Come in one at a time and decide how hard you are. Take a quarter off the table for each person you've killed. You can pick none if you want, in which case you are just a slinger or tout or customer even, caught up on the corner. If you're the last guy in, take what's left. Put your quarters in your pocket and sit down together with the other suspects in the conference room.

→ Announce your street name. Some good street names: Stoops, Mar-Mar, Cripple Mike, Wingnut, Cappy, Little Bill. If it sounds dumb to a homicide detective, it is a good street name.

→ Figure out who killed Sweet. Compare the number of quarters you all have. The two Suspects with the most should each flip a coin. In the event of a tie, everyone who ties flips. Anyone who flips and gets heads was directly involved with the killing. The outcome doesn't need to be shared with the other Suspects. If no one comes up heads, another suspect on the bench killed Sweet. The Suspects flipping coins decide however they like who did it, and everyone on the street knows. Sort this out without informing the Detective, obviously.

PLAY

DETECTIVE

→ Take a note of the time - you've got thirty minutes.

→ Call in a suspect by his given name, not his street name.

When you call over a suspect, listen to see if his pocket jingles. If it doesn't, the guy's got no jacket and you've got nothing on him. If it does, he's a known soldier, maybe he's done time, and he's got a couple of bodies on him - at least rumored on the street.

EVERYBODY

Quarters are suction.

→ The Detective can freely establish facts about the Suspect he is interrogating. Establishing facts costs nothing. Suspects can give the Detective quarters to refute these facts.

→ The Detective can give quarters - representing concessions or amnesty for unrelated crimes - to Suspects in exchange for cooperation. Cooperation can mean anything from agreeing to established facts to ratting out another Suspect.

DETECTIVE

→ You can leave the door open or close it as you prefer. Use this tactically.

→ You can establish facts and Suspects whereabouts, backgrounds and relationships. If a Suspect doesn't like it, he'll pay a quarter to deny it.

You can tell these mopes they killed Mr. Sweeten; you can threaten to put them away for unrelated crimes, you can cut deals, turn them, say whatever you want. You can call into question their relationship to Fat Mike's drug corners at Baker and Division or Etting and Gold, you can show evidence of a confidential informant for the Western District among the mopes in the conference room. They have reputations, jackets, girlfriends and mothers. Do what you like.

THE END

The game ends thirty minutes after the first Suspect is called into the interrogation room.

→ The Suspects should again compare quarters. The Suspect with the most quarters at the end of the game is the hardest gangster. The Suspect with the least quarters - *but more than zero* - at the end of the game is the smartest gangster. Any Suspect who ends the game with zero quarters is a chump, a water-head, nobody and nothing.

→ The Detective should announce who - if anybody - he is charging for the murder. If he's right, he splits all the quarters - including the extra \$1.50 he brought - with the smartest gangster. If he's wrong, the hardest gangster gives every other Suspect two quarters and keeps the rest.